



Computing at Anstey



At Anstey, we aim to provide children with the ability to successfully navigate the ever-changing technological world. Our children leave Anstey with an understanding of programming and computational thinking. We have adopted the **Purple Mash** framework and platform to design lessons and activities based on a wide range of Computing Topics. Through these units our pupils are empowered to become resilient, knowledgeable and effective problem solvers. Students are encouraged to take risks in their learning, collaborate with their peers and troubleshoot issues as they arise.



Coding is an essential unit taught in every year, allowing us to embed an understanding of algorithms, processes and logical thinking. The children will create games, animations and quizzes which use coding blocks to function successfully. They will also need to debug systems and repair coding strands which don't operate correctly.



Data handling, spreadsheets and analysis are also essential skills taught in each year – building on prior learning to give children the confidence to read, sort, organise and understand how data can be used in the real world. With so many jobs dependent on how information is handled - these units really help prepare children for potential future careers.



Some of the other exciting units covered within Computing include: Blogging, 3D-modelling, Animation, Logo design, Hardware investigations, Making music, Artificial intelligence, emails and many more. This range of experiences give children at Anstey a well-rounded Computing curriculum and shows them the possibilities available in the wider world.



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Computing lessons at Anstey are always engaging and inclusive; children are taught to use a range of softwares and strategies. They are also encouraged to use laptops and tablets to support their learning across the curriculum, for example, typing their up their work, using voice recording technology to support their writing, generating presentations in Geography and History or



even accessing resources like Times Table Rockstars or Nessy to boost key maths skills and spelling.



Finally, but most importantly, we ensure children understand and are able to use the internet safely which is critical considering children are often exposed to this earlier in their lives. Our aim is for all children to be able to use technology safely, respectfully and responsibly and to be able to identify inappropriate behaviour, know how to report this to a trusted adult and explain how they can protect themselves online. With these skills, children will be able to reach their potential in Computing and build a secure knowledge of this essential tool that will no doubt form a huge part of their future.

